***Technology Fair Student Notebook***

***Project Plan***

(Click on the gray box, then begin typing to enter information. **A completed copy of this page must be submitted for your application.**)

|  |  |
| --- | --- |
| **Project Title:** | Frogger - Game Simulation |

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| --- | --- |
| **Team Members:** | James De la Torre Pina and Miguel Vigil |

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| --- | --- | --- | --- |
| **Grade Level:** | 8th | **School:** | North Middle School |

**Competition Category (check which one)**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Web 2.0 |  | Productivity Software Projects |
|  | Multimedia Applications |  | Digital Art & Photography |
|  | Digital Storytelling |  | Podcasting |
|  | Programming |  | Robotics |

**Hardware and Software Used**

|  |  |
| --- | --- |
| List all the hardware used to create this project. | Computer with Internet Access to Scalable Game Design Arcade  ( http://scalablegamedesign.cs.colorado.edu/arcade/ ) |

|  |  |
| --- | --- |
| List all the software used to create this project. |  |

**Briefly describe your project**

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| --- |
| Our project is a frogger imitation that we altered to make it unique and our own. Instead of using a basic green frog, we created a blue frog, we added lilypads instead of turtles, we also put in cars unlike the trucks in the tutorial.I know our frogger is as advanced as the original frogger, but as we start our careers in game design and programming, we could program it as well as the oringinal game with even better coding. |

***Narrative***

(This page is not required for your application, but must be available for judging at the Technology Fair.)

|  |  |
| --- | --- |
| Why did you create this project? | We created this game to enhance and improve our coding abilities. |

|  |  |
| --- | --- |
| What did you learn while working on this project? | We learned how to make objects in our game do specific things at a specific time. |

|  |  |
| --- | --- |
| Why is this project important to you? | It is impotant to us because it taught us the important basics in beginning our careers in game design. |

***Procedure***

(This page is not required for your application, but must be available for judging at the Technology Fair.)

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| Describe all of the steps needed to create your project. | the steps of creating this game are :  Step one-Creating the agents such as  -Frog, cars,street, etc  Step two- Changing the behaviers of the agent to do different things, for examples the Frog to die if immediately abov the water.  Step three- Put the agent were they are suppose to be. |

***Bibliography***

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| Please list all of your sources here. |  |